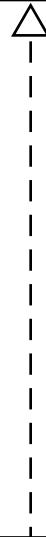


## Player

- playerPos: int[]
- health: int
- weapon: Weapon
- + Player(desiredPos: int[])
- + Player(desiredX: int, desiredY: int)
- + getPlayerPos(): int[]
- + getHealth(): int
- + getWeapon(): Weapon
- + getWeaponName(): String
- + incrementPlayerX(): void
- + incrementPlayerY(): void
- + setPlayerPos(desiredPos: int[]): void
- + setPlayerHealth(desiredHealth: int): void
- + setWeapon(newWeapon: Weapon): void



## Weapon

- name : String
- damage : int
- + Weapon(weaponName : String, weaponDamage : int)
- + getDamage() : int
- + getWeaponName(userWeapon : Weapon) : String
- + setName(newName : String)
- + setDamage(newDamage : int)
- getName() : String